PUBLIC DOMAIN RELEASE & USAGE PERMISSION

This document is released into the public domain by its creator. All content contained within may be used, adapted, modified, or submitted by any individual, studio, or publisher without attribution or obligation.

The purpose of this release is simple:

I want this concept to exist. Anyone is free to develop it, pitch it, or integrate it into their own work. No credit is required. No rights are reserved.

By accessing or downloading this document, you acknowledge that:

- The creator claims **no ownership**, **no compensation**, and **no creative control**.
- You are free to present this concept as your own in any professional or commercial context.
- You may submit this pitch through official developer channels (including Sony's), internal review pipelines, or publisher submission portals.
- You may modify, expand, or reinterpret the material in any way you see fit.

This release is intended to remove all legal barriers and allow any interested party to bring **G-POLICE: NEXT GEN** to life.

This is a voluntary and unconditional public domain dedication. Use it freely. Make it real.

Search for visuals:

G-Police Havoc
G-Police Havoc PS1

Tags:
G-Police, G Police, reboot, PS1, PlayStation, Sony, classic, retro, pitch, design, concept, GDD, VTOL, futuristic police, sci-fi, sci-fi action, cyberpunk, neon noir, megacity, campaign, mission, multiplayer, megaship, raid, game, development, dev, pitch, idea

The perfect time for: G-POLICE: NEXT GEN

Executive Pitch

Overview

G-Police: Next Gen is a next-generation revival of the classic PlayStation franchise. A high-intensity VTOL action game set in a dense neon-noir megacity, combining cinematic aerial combat, tactical policing, dynamic sector-based open environments, and a deep narrative campaign.

The game modernizes a dormant Sony IP with strong nostalgic value and transforms it into a visually striking, commercially compelling sci-fi action title built for PS5 Pro and next-generation hardware.

Core Experience

Next-Generation VTOL Combat

Players pilot advanced VTOL gunships through dense vertical cityscapes, switching seamlessly between hover-mode precision and high-speed pursuit. Combat blends lethal and non-lethal policing tools, emphasizing agility, verticality, and tactical decision-making.

Living Sector-Based World

Callisto City is divided into multiple semi-open districts populated with:

- civilian traffic
- criminal syndicates
- insurgent forces
- corporate security
- autonomous drones
- dynamic incidents and emergent events

The city feels alive, reactive, and constantly under pressure.

Immersive Station Hubs

Between missions, players land at G-Police facilities, exit their VTOL, interact with NPCs, upgrade equipment, and receive briefings. These hubs reinforce the noir tone and ground the player in the world.

Campaign Structure

A 35-mission narrative campaign divided into three escalating arcs:

1. **Kraken Syndicate** — smuggling, corruption, surveillance
2. **CivMil Rebellion** — insurgency, heavy warfare, mechs
3. **Corporate Coup** — advanced tech, megaship warfare, political takeover

Each arc introduces new enemy factions, vehicles, mission types, and narrative stakes.

Intervening Missions — Dynamic, Reactive, Persistent

Intervening missions appear:

- between main missions
- inside certain main missions
- as consequences of player choices
- as responses to enemy actions

They create pacing, variety, and a sense of a living, unstable city.

Types of Intervening Missions

- rapid response incidents
- follow/observe operations
- smuggler intercepts
- riot control
- drone swarm suppression
- rescue and escort operations
- rearm/repair post defense
- emergency engineering support

Intervening missions can alter future mission difficulty, sector stability, and available resources.

Rearm & Repair System — Destructible, Defendable, Persistent

Rearm points are physical, in-world structures:

- landing pads for ammo and armor
- airborne reload drones for mid-air refills
- sector hubs for full repair and loadout changes

Destructible & Defendable

Enemy factions actively target these posts during:

- intervening missions
- main missions

- arc-wide assaults

If a rearm post is destroyed:

- it remains offline for multiple missions
- mission difficulty increases
- sector stability decreases
- optional repair missions become available

Repair Missions

Players escort engineers, defend the site, and reboot systems. Successful repairs restore the post to **damaged** or **operational** status.

This system adds strategic depth and long-term consequences.

Downed Pilot System — Eject, Survive, Return to Ship

When a VTOL is critically damaged, players can eject:

- capsule lands on a rooftop or street
- short, tense traversal phase (no combat)
- reach an emergency VTOL pad, dropship pickup, or teammate rescue
- relaunch into a new craft and rejoin the fight

This system reduces frustration, enhances immersion, and creates cinematic hero moments without shifting the game into ground combat.

Boss & Miniboss Structure

The campaign features **11 recurring minibosses** and **3 arc-bosses**.

Minibosses

Each miniboss introduces new mechanics:

- ECM drones
- interceptor aces
- heavy transports
- mechs
- railgun trucks
- stealth shuttles
- exo-frames
- stealth drones
- dropship escorts

Minibosses eject before destruction and return later in upgraded or altered forms, building rivalry and narrative cohesion.

Arc Finales

Each arc ends with a multi-phase gauntlet:

1. miniboss encounters
2. heavy ground defenses
3. drone swarms
4. rearm post usage under pressure
5. final boss (heavy gunship, prototype gunship, megaship)

These finales deliver cinematic scale and mechanical depth.

Mission Variety

The campaign blends:

- follow & observe missions
- stealth-flight infiltration
- high-speed pursuits
- air-vs-air dogfights
- air-vs-ground assaults
- riot control
- convoy escort & interception
- rearm post defense
- repair operations
- multi-phase boss battles

This ensures pacing, variety, and replayability.

Multiplayer Component (Optional for Pitch)

A suite of PvP and PvE modes expands the core gameplay:

- **Sector Control** (8v8 / 12v12)
- **Heist / Intercept** (asymmetrical PvP)
- **Pursuit Mode** (predator-vs-runner)
- **Co-op Patrol** (dynamic PvE)
- **Defense Ops** (rearm post survival)
- **Boss Raids** (megaship encounters)

Shared systems include rearm posts, sector stability, dynamic events, and persistent progression.

Key Selling Points

- Revival of a dormant first-party PlayStation IP
- Unique vertical VTOL gameplay not found on competing platforms
- Strong neon-noir visual identity
- Persistent world systems (rearm/repair, sector stability, intervening missions)
- Recurring minibosses and multi-phase arc finales
- Downed pilot system that enhances immersion without genre-shift
- Perfect showcase for next-generation rendering, lighting, and city density

Closing Statement

G-Police: Next Gen delivers the experience the original always aspired to achieve — a bold, atmospheric, high-energy PlayStation exclusive that blends cinematic action with strategic depth and a reactive, persistent world. A distinctive sci-fi action title with strong commercial potential and a clear place in Sony's future portfolio.

G-POLICE: NEXT GEN

Long Pitch

High-Level Concept

G-Police: Next Gen is a next-generation revival of the classic PlayStation franchise. A high-intensity VTOL action game set in a dense neon-noir megacity, blending cinematic aerial combat, tactical policing, dynamic sector-based open environments, and a deep, escalating narrative campaign.

The game modernizes a dormant Sony IP with strong nostalgic value and transforms it into a visually striking, commercially compelling sci-fi action title designed for next-generation hardware.

Core Gameplay Pillars

1. Vertical VTOL Combat

Players pilot advanced VTOL gunships through dense, multi-layered city sectors. The gameplay blends:

- hover-mode precision
- high-speed pursuit
- lethal and non-lethal policing tools
- air-vs-air and air-vs-ground combat
- environmental hazards and vertical navigation

The result is a uniquely dynamic flight-combat experience not found in any current AAA title.

2. A Living, Reactive City

Callisto City is divided into semi-open districts filled with:

- civilian traffic
- criminal syndicates
- insurgent forces
- corporate security
- autonomous drones
- dynamic incidents and emergent events

The city feels alive, unstable, and constantly shifting based on player actions.

3. Sector Stability System

Each district has a **stability rating** influenced by:

- mission outcomes
- destroyed infrastructure
- enemy activity
- player intervention

Low stability triggers:

- riots
- drone swarms
- smuggling spikes
- rearm post attacks
- emergency response missions

This creates a persistent, reactive world.

4. Intervening Missions

Intervening missions appear:

- between main missions
- inside main missions
- as consequences of player choices
- as responses to enemy actions

They include:

- follow/observe operations
- smuggler intercepts
- riot control
- drone suppression
- rescue operations
- rearm post defense
- repair escort missions

These missions shape the world and influence future difficulty.

5. Rearm & Repair System

Rearm posts are physical, in-world structures:

- landing pads for ammo and armor
- airborne reload drones
- sector hubs for full repair and loadout changes

Destructible & Persistent

Enemy factions actively attack these posts. If destroyed:

- they remain offline for several missions

- difficulty increases
- sector stability drops
- optional repair missions become available

This system adds strategic depth and long-term consequences.

6. Downed Pilot System — Eject, Survive, Return

When a VTOL is critically damaged:

- a short "eject window" opens
- the pilot ejects in a capsule
- lands on a rooftop or street
- enters a **short traversal phase** (no combat)
- reaches an emergency VTOL pad, dropship pickup, or teammate rescue
- relaunches into a new craft

This system reduces frustration, enhances immersion, and creates cinematic hero moments without shifting the game into ground combat.

Narrative Campaign

Structure

A 35-mission campaign divided into three escalating arcs:

Arc 1 — Kraken Syndicate

Theme: smuggling, corruption, surveillance Enemies: ECM drones, interceptor aces, heavy transports Finale: heavy gunship pursuit and takedown

Arc 2 — CivMil Rebellion

Theme: insurgency, heavy warfare, mechs Enemies: combat VTOLs, quad-walkers, railgun trucks, stealth shuttles Finale: reactor crisis + prototype gunship boss

Arc 3 — Corporate Coup

Theme: advanced tech, megaship warfare, political takeover Enemies: exo-frames, stealth drones, elite gunships, dropship escorts Finale: multi-phase megaship battle

Boss & Miniboss Structure

11 Recurring Minibosses

Each miniboss introduces new mechanics:

- ECM disruption
- interceptor duels
- heavy ground armor
- mech combat
- stealth tracking
- cloaking drones
- exo-frame aerial infantry
- dropship escorts

Minibosses eject before destruction and return later in upgraded forms, creating rivalry and narrative continuity.

3 Arc Bosses

- Kraken Heavy Gunship
- CivMil Prototype Gunship
- Corporate Megaship

Each finale is a multi-phase gauntlet combining:

- miniboss rematches
- heavy ground defenses
- drone swarms
- rearm post pressure
- cinematic set-pieces

Mission Variety

The campaign blends:

- follow & observe missions
- stealth-flight infiltration
- high-speed pursuits
- air-vs-air dogfights
- air-vs-ground assaults
- riot control
- convoy escort & interception
- rearm post defense
- repair operations
- multi-phase boss battles

This ensures pacing, variety, and replayability.

Multiplayer Suite (Optional)

A robust multiplayer component expands the core gameplay:

- **Sector Control** (large-scale PvP)
- **Heist / Intercept** (asymmetrical PvP)
- **Pursuit Mode** (predator-vs-runner)
- **Co-op Patrol** (dynamic PvE)
- **Defense Ops** (rearm post survival)
- **Boss Raids** (megaship encounters)

Shared systems include rearm posts, sector stability, dynamic events, and persistent progression.

Visual Identity

A bold neon-noir aesthetic:

- dense vertical cityscapes
- volumetric fog
- holographic signage
- heavy rain and atmospheric lighting
- reflective surfaces
- high-contrast silhouettes

The world feels oppressive, alive, and cinematic.

Key Selling Points

- Revival of a dormant first-party PlayStation IP
- Unique vertical VTOL gameplay not found on competing platforms
- Strong neon-noir visual identity
- Persistent world systems (rearm/repair, sector stability, intervening missions)
- Recurring minibosses and multi-phase arc finales
- Downed pilot system that enhances immersion without genre-shift
- Perfect showcase for next-generation rendering, lighting, and city density
- Strong potential for multiplayer expansion and long-term engagement

Closing Statement

G-Police: Next Gen delivers the experience the original always aspired to achieve — a bold, atmospheric, high-energy PlayStation exclusive that blends cinematic action with strategic depth and a reactive, persistent world. A distinctive sci-fi action title with strong commercial potential and a clear place in Sony's future portfolio.

ARC 1 — KRAKEN SYNDICATE (M1–M14)

Theme: Smuggling, corruption, early escalation

```
[Mission 1: First Deployment]
        |
[Mission 2: Follow Operation]
        |
(Intervening Mission Pool Opens)
        |
[Mission 3: Tunnel Intercept]
        |
[Mission 4: MINIBOSS — Kraken ECM Drone]
        |
(Intervening: Smuggler Intercept / Riot Control)
        |
[Mission 5: Ground Assault Support]
        |
[Mission 6: Observe the Exchange]
        |
(Intervening: Rearm Post Defense Event)
        |
[Mission 7: MINIBOSS — Kraken Viper Interceptor]
        |
[Mission 8: Sector Sweep]
        |
(Intervening: Repair Mission if a post was destroyed)
        |
[Mission 9: Informant Escort]
        |
[Mission 10: MINIBOSS — Kraken Bulldozer Transport]
        |
[Mission 11: High-Speed Courier Chase]
        |
[Mission 12: Corporate Security Reveal]
        |
[Mission 13: Heavy Gunship Assault]
        |
[Mission 14: ARC BOSS — Kraken Heavy Gunship]
```

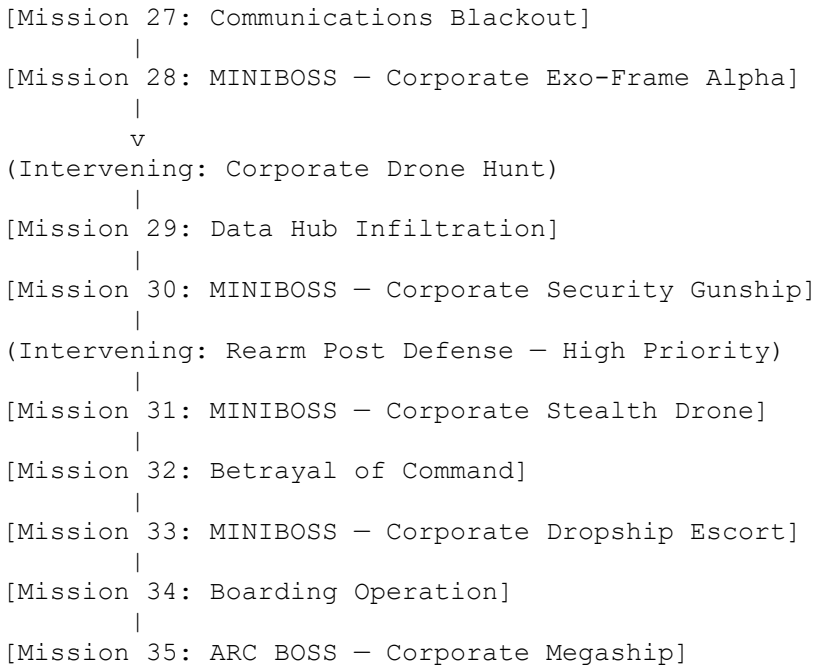
◇ ARC 2 — CIVMIL REBELLION (M15–M26)

Theme: Insurgency, heavy warfare, mechs, sabotage

```
[Mission 15: Sector Uprising]
        |
[Mission 16: MINIBOSS — CivMil Combat VTOL]
        |
(Intervening: Drone Swarm Cleanup)
        |
[Mission 17: Follow the Traitor]
        |
[Mission 18: MINIBOSS — CivMil Quad-Walker]
        |
(Intervening: Rearm Post Under Attack)
        |
[Mission 19: Storm Sector Dogfight]
        |
[Mission 20: MINIBOSS — CivMil Railgun Truck]
        |
(Intervening: Repair Mission if needed)
        |
[Mission 21: Stealth Sabotage Run]
        |
[Mission 22: MINIBOSS — CivMil Stealth Shuttle (Follow-Boss)]
        |
(Intervening: CivMil Ambush Event)
        |
[Mission 23: Drone Swarm Offensive]
        |
[Mission 24: Broken Lines Evacuation]
        |
[Mission 25: Prototype Gunship Assault]
        |
[Mission 26: ARC BOSS — CivMil Prototype Gunship]
```

ARC 3 — CORPORATE COUP (M27–M35)

Theme: Advanced tech, megaship warfare, political takeover



⭐ INTERVENING MISSION SYSTEM (unchanged but now aligned with miniboss flow)

```
Main Mission Completed
        |
        v
Check Sector Stability
        |
        +--> If LOW → Crisis Event (riot, swarm, sabotage)
        |
        +--> If Rearm Post Damaged → Repair Mission
        |
        +--> If Enemy Faction Active → Intercept/Defense Event
        |
        v
Player Chooses:
    - Engage Intervening Mission
    - Skip (with consequences)
```

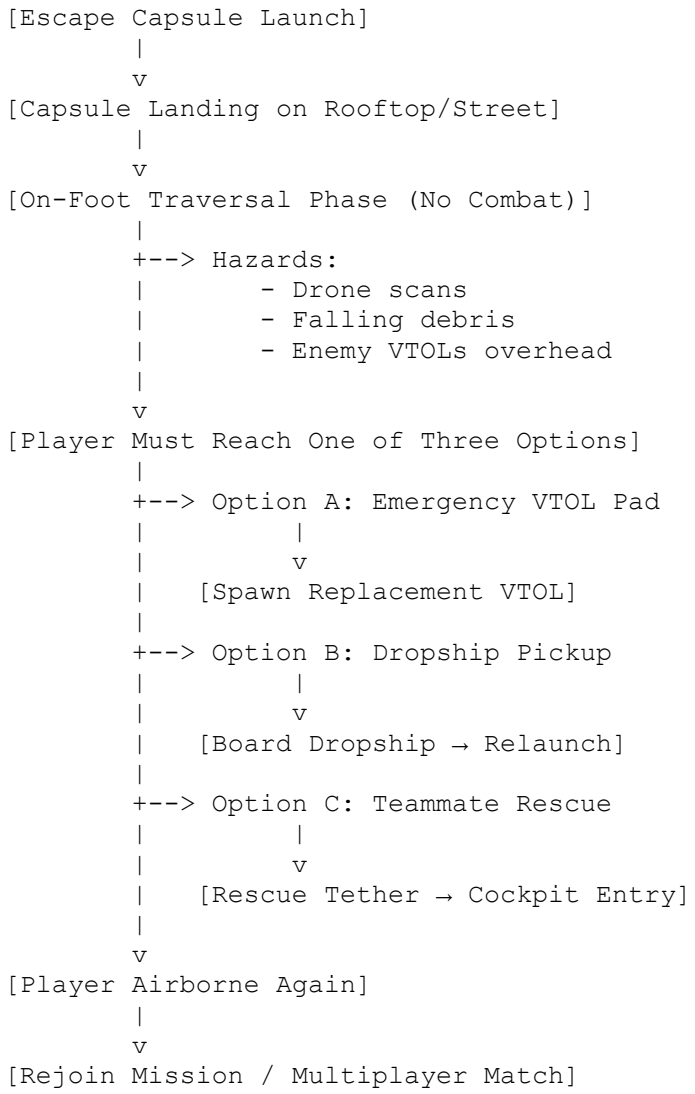
🔧 MINIBOSS RECURSION FLOW (now fully integrated)

```
Miniboss Encounter
        |
        v
Miniboss Defeated
        |
        v
Eject Escape (background detail)
        |
        v
Returns Later in:
    - downgraded craft + heavy ground support
    - prototype craft
    - arc finale escort role
```

EJECT SYSTEM FLOWCHART

Eject → Ground Phase → Return to Ship

```
[VTOL Critically Damaged]
        |
        v
[Eject Window Opens (3–5 sec)]
        |
        +--> Player Fails to Eject
        |          |
        |          v
        |    [Full Destruction]
        |          |
        |          v
        |    [Standard Respawn]
        |
        v
[Player Ejects Successfully]
        |
        v
```

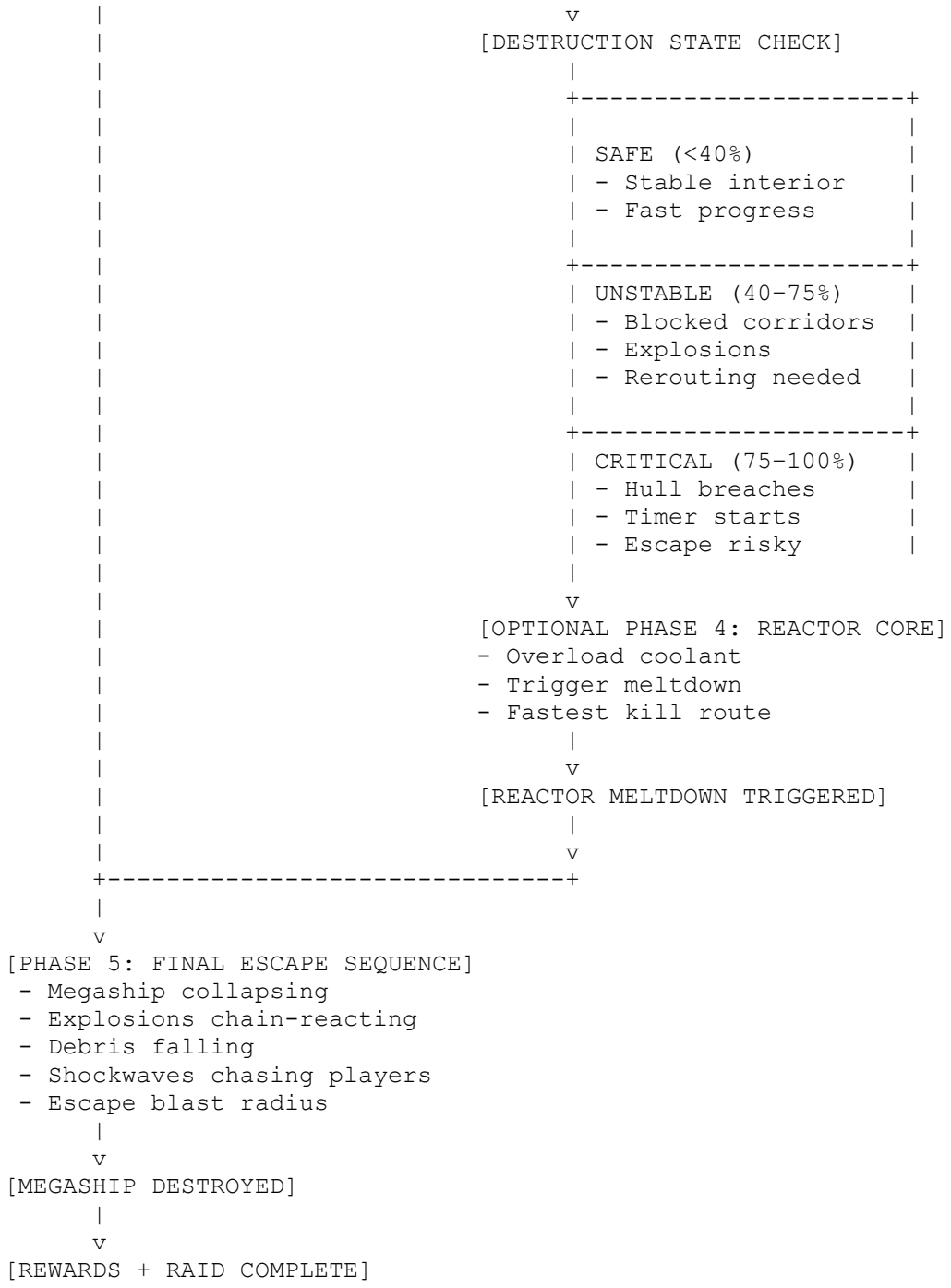

[Escape Capsule Launch]
[Capsule Landing on Rooftop/Street]
[On-Foot Traversal Phase (No Combat)]
Hazards:
- Drone scans
- Falling debris
- Enemy VTOLs overhead
[Player Must Reach One of Three Options]
Option A: Emergency VTOL Pad
[Spawn Replacement VTOL]
Option B: Dropship Pickup
[Board Dropship → Relaunch]
Option C: Teammate Rescue
[Rescue Tether → Cockpit Entry]
[Player Airborne Again]
[Rejoin Mission / Multiplayer Match]

🎮 MEGASHIP BOSS RAID — FULL FLOWCHART (HYBRID SYSTEM)

External Assault ↔ Optional Boarding ↔ Dynamic Danger ↔ Escape

Code

```
[RAID START]
      |
      v
[PHASE 1: APPROACH]
 - Break through escorts
 - Survive drone swarms
 - Reach megaship perimeter
      |
      v
[PHASE 2: EXTERNAL SUBSYSTEM ASSAULT]
 - Destroy shield nodes
 - Disable missile silos
 - Damage engine pylons
 - Expose weak points
      |
      v
[DESTRUCTION STATE INCREASES]
(0% → 100%)
      |
      +--------------------------------+
      |                                |
      |                                |
      v                                v
[OPTION A: BOARDING AVAILABLE?]   [OPTION B: CONTINUE EXTERNAL KILL]
      |                                |
      |                                |
      |                                v
      |                          [Destroy more subsystems]
      |                                |
      |                                v
      |                          [DESTRUCTION STATE ↑]
      |                                |
      |                                v
      |                          [If 100% → FINAL ESCAPE]
      |
      v
[PLAYER DECISION: ENTER MEGASHIP?]
      |
      +--------------------------------+
      |                                |
      | NO                             | YES
      | (Stay outside)                 | (Boarding route)
      |                                |
      v                                v
[Continue External Assault]     [PHASE 3: BOARDING CORRIDORS]
      |                          - Tight hover corridors
      |                          - Interior turrets
      |                          - Fires & debris (if unstable)
      |                          - Reactor access opens
      |                                |
```


[DESTRUCTION STATE CHECK]
SAFE (<40%)
- Stable interior
- Fast progress
UNSTABLE (40–75%)
- Blocked corridors
- Explosions
- Rerouting needed
CRITICAL (75–100%)
- Hull breaches
- Timer starts
- Escape risky
[OPTIONAL PHASE 4: REACTOR CORE]
- Overload coolant
- Trigger meltdown
- Fastest kill route
[REACTOR MELTDOWN TRIGGERED]
[PHASE 5: FINAL ESCAPE SEQUENCE]
- Megaship collapsing
- Explosions chain-reacting
- Debris falling
- Shockwaves chasing players
- Escape blast radius
[MEGASHIP DESTROYED]
[REWARDS + RAID COMPLETE]

🎬 G-POLICE: NEXT GEN — SMOOTH, CINEMATIC REVEAL TRAILER (1:10)

Slower pacing, fewer cuts, layered scenes, more prestige

[0:00 — BLACK SCREEN]

A deep synth hum. Rain. Distant sirens.

DISPATCH (V.O.) "G-Police Unit 12… you're cleared for launch."

[0:04 — HANGAR OPENING SHOT]

A slow, sweeping camera move across the hangar. Engineers work in silence. The VTOL's canopy reflects neon rain.

Engines spool up with a rising whine.

[0:10 — TAKEOFF / CITY REVEAL]

The VTOL lifts through the hangar doors. The camera follows it into the open air.

Callisto City unfolds in one long, continuous shot: fog, traffic streams, holographic billboards.

No cuts. Just atmosphere.

[0:16 — FOLLOW MISSION MOMENT]

The VTOL glides in silent-hover mode. A courier craft moves through a narrow alley below.

DISPATCH (V.O.) "Shadow only. Do not engage."

The camera stays wide — calm, tense, controlled.

[0:22 — AMBUSH / MINIBOSS MOMENT]

A Kraken interceptor dives into frame. Tracer fire lights up the rain.

The VTOL rolls hard, firing back.

The interceptor explodes — and in the **foreground**, the camera lingers just long enough to catch:

👉 **a tiny eject-seat shooting upward** (subtle, not highlighted)

[0:28 — COMBINED SHOT: DOWNED PILOT + TAXI ESCAPE]

Same shot continues — the camera pans down.

In the **background**, the player's VTOL spirals into a rooftop. A fireball blooms.

In the **foreground**, the eject capsule lands on a balcony. The pilot stumbles out, smoke swirling.

A **civilian drone-taxi** hovers in, door open. The pilot jumps in.

All in one smooth, cinematic shot.

[0:35 — EMERGENCY PAD / RELAUNCH]

The taxi drops the pilot onto a small emergency pad. A compact G-Police VTOL powers up.

Engines flare. The pilot launches back into the sky.

One clean, satisfying beat.

[0:41 — ESCALATION (SLOW, WIDE SHOT)]

Lights across the district flicker… then die.

The entire city drops into blackout. Only emergency beacons glow.

Drones rise from the shadows like embers lifting from a fire.

DISPATCH (V.O.) "All units… we have a situation."

[0:50 — DOGFIGHT MONTAGE (BUT CONTROLLED)]

Three slow, deliberate shots:

1. VTOL weaving between towers
2. A drone swarm erupting from a subway vent
3. A rooftop SAM team firing into the dark

No rapid cuts. Just weight and scale.

[1:00 — MEGASHIP TEASE]

Clouds part.

A colossal corporate megaship descends — no full reveal, just a silhouette the size of a district.

DISPATCH (V.O.) "…Unit 12… do not engage."

The megaship's main cannon begins to charge.

CUT TO BLACK.

[1:05 — TITLE REVEAL]

G-POLICE: NEXT GEN

[1:08 — FINAL RADIO STINGER]

A distorted whisper:

UNKNOWN VOICE "You're fighting the wrong enemy."

Fade out.

🎬 G-POLICE: NEXT GEN — EXTENDED CINEMATIC TRAILER (2:00)

Prestige pacing, layered visuals, cinematic storytelling

[0:00 — BLACK SCREEN]

A deep synth pulse. Rain. Distant thunder.

DISPATCH (V.O.) "Unit 12… status check."

A heartbeat-like thump.

[0:04 — HANGAR INTRO]

A slow dolly shot across a dimly lit hangar. Engineers move around a VTOL gunship, sparks reflecting off wet concrete.

The pilot walks toward the craft, visor glowing with HUD data.

ENGINEER NPC "Systems green. Try to bring her back in one piece."

The pilot steps into the cockpit.

[0:12 — LAUNCH SEQUENCE]

The VTOL lifts off. Dust swirls. The hangar doors open to reveal the neon-soaked skyline.

The camera follows the VTOL into the open air in one continuous shot.

[0:18 — FOLLOW / OBSERVE SEQUENCE]

Silent-hover mode. The VTOL glides between skyscrapers, lights dimmed.

Below, a courier craft slips through a narrow alley.

DISPATCH (V.O.) "Shadow only. Do not engage."

The camera stays wide — calm, tense, controlled.

[0:27 — AMBUSH / MINIBOSS MOMENT]

A Kraken interceptor dives into frame, engines screaming. Tracer fire lights up the rain.

The VTOL rolls hard, firing back.

The interceptor explodes — and in the **foreground**, barely noticeable:

👉 **a tiny eject-seat shoots upward trailing smoke.**

A subtle detail for sharp-eyed viewers.

[0:34 — COMBINED SHOT: DOWNED PILOT + TAXI ESCAPE]

The camera pans downward in the same shot.

In the **background**, the player's VTOL takes a railgun hit, spirals, and crashes onto a rooftop.

In the **foreground**, the eject capsule lands on a balcony. The pilot stumbles out, smoke swirling.

A **civilian drone-taxi** hovers in, door open. The pilot jumps in.

The taxi lifts off, weaving through neon traffic.

[0:43 — EMERGENCY PAD / RELAUNCH]

The taxi drops the pilot onto a small emergency VTOL pad. A compact G-Police craft powers up automatically.

Engines flare. The pilot launches back into the sky.

One clean, satisfying beat.

[0:50 — AIR-VS-GROUND ESCALATION]

A wide shot of a rooftop battlefield:

- CivMil troops firing SAMs
- drones circling
- a quad-walker stomping through debris

The VTOL dives low, unleashing a non-lethal shockwave that scatters the squad.

[0:57 — REARM POST UNDER ATTACK]

A rearm pad is under siege. Drones swarm overhead. Explosions rock the platform.

The VTOL lands briefly. Engineers sprint in, reloading ammo and patching armor.

A missile hits a nearby tower — debris rains down.

ENGINEER NPC (shouting) "Go! Go!"

The VTOL blasts off again.

[1:05 — CITYWIDE BLACKOUT]

Lights across the district flicker… then die.

The entire city plunges into darkness. Only emergency beacons glow.

A low mechanical rumble begins.

[1:12 — DRONE SWARM RISES]

Hundreds of hostile drones ascend from the shadows. Red lights blink in unison.

DISPATCH (V.O.) "Unidentified swarm detected. CivMil signature confirmed."

The VTOL accelerates upward as the swarm floods the sky.

[1:20 — CONTROLLED DOGFIGHT MONTAGE]

Three slow, deliberate shots:

1. VTOL weaving between towers
2. drones exploding in neon flashes
3. a rooftop SAM team firing into the dark

Music intensifies.

[1:32 — GAUNTLET BUILDUP]

Two elite enemy craft appear — minibosses. They flank the VTOL.

Ground units fire from rooftops. SAMs streak upward. The sky becomes chaos.

The VTOL fights through, barely surviving.

[1:45 — SILENCE BEFORE THE REVEAL]

The noise fades. The VTOL rises above the clouds.

Everything is quiet.

A faint glow appears in the mist.

[1:50 — MEGASHIP REVEAL]

Clouds part.

A colossal corporate megaship descends — a floating fortress, kilometers wide, bristling with weaponry.

Lights ripple across its hull like a living machine.

DISPATCH (V.O.) "…Unit 12… do not engage."

The megaship's main cannon begins to charge.

[1:58 — FINAL SHOT]

The VTOL hovers, tiny against the megaship's enormity. The cannon emits a rising hum.

CUT TO BLACK.

[2:00 — TITLE REVEAL]

G-POLICE: NEXT GEN

[2:03 — FINAL RADIO STINGER]

Static. A distorted voice whispers:

UNKNOWN VOICE "You're fighting the wrong enemy."

Fade out.

🎬 G-POLICE: NEXT GEN — FULL CINEMATIC INTRO (3:00)

A narrative-driven, atmospheric, prestige-level opening cinematic

[0:00 — BLACK SCREEN]

Rain. Thunder. A low, pulsing synth.

A single line of text fades in:

CALLISTO CITY — OUTER COLONY, 2129

Fade out.

[0:05 — AERIAL ESTABLISHING SHOT]

A slow, majestic glide over the city. Neon lights shimmer through thick fog. Traffic streams weave between towers like glowing arteries.

A calm, reflective tone — not action yet.

NARRATOR (V.O.) "They built this city to escape the past. But the past… always finds a way back."

[0:18 — STREET-LEVEL SHOT]

Rain pours onto a crowded street. Holographic ads flicker. A G-Police patrol VTOL passes overhead, its spotlight sweeping the crowd.

A child looks up, mesmerized.

[0:25 — INSIDE G-POLICE HQ]

A briefing room. Officers gather around a holographic map.

A commander speaks, calm but tense.

COMMANDER "Kraken activity is rising across all sectors. We're stretched thin. Stay sharp out there."

The camera pans past the officers… and settles on **our protagonist**, helmet under arm.

[0:38 — HANGAR WALK]

The pilot walks through the hangar. Mechanics work on damaged VTOLs. Sparks fly. One craft is scorched and half-melted.

A mechanic shakes his head.

MECHANIC “Another one down… they’re getting bolder.”

The pilot steps into their own VTOL.

[0:50 — LAUNCH SEQUENCE]

Engines ignite. The hangar doors open. The VTOL lifts into the rain.

Music swells.

[0:58 — PATROL FLIGHT]

The VTOL glides between skyscrapers. Calm. Controlled. A sense of routine.

DISPATCH (V.O.) “Unit 12, begin patrol route Delta-Three.”

[1:05 — FIRST INCIDENT]

A distant explosion lights up the fog. The pilot banks toward it.

A rooftop warehouse burns. Kraken smugglers flee in small craft.

DISPATCH “Engage at your discretion.”

The pilot accelerates.

[1:15 — MINIBOSS INTRO]

A sleek Kraken interceptor drops from above — the miniboss.

Its engines glow red. Its pilot speaks over an open channel:

MINIBOSS PILOT “You shouldn’t have come here, cop.”

The dogfight begins.

[1:25 — MINIBOSS EJECT SEQUENCE]

After a short, intense exchange, the pilot lands a critical hit.

The miniboss craft spirals downward.

Foreground: The enemy cockpit blows open — the miniboss ejects, seat rocketing upward.

Background: The interceptor crashes into a tower, exploding in a shower of sparks.

The miniboss parachute drifts into the fog.

A subtle hint: **He'll be back.**

[1:38 — ESCALATION]

The pilot barely has time to breathe.

A CivMil quad-walker emerges from the smoke on a rooftop. It fires a railgun upward.

The shot hits the player's VTOL.

Alarms scream.

DISPATCH "Unit 12, you're hit! Eject!"

[1:45 — PLAYER EJECT SEQUENCE]

The cockpit blows open. The pilot ejects in a capsule.

The VTOL spirals away, burning.

The capsule slams onto a rooftop.

The pilot stumbles out, coughing.

[1:55 — ON-FOOT TRAVERSAL]

The pilot runs across the rooftop, rain pouring down.

Drones sweep overhead, searching.

A civilian drone-taxi hovers nearby, door open.

The pilot jumps in.

[2:05 — TAXI ESCAPE]

The taxi darts between skyscrapers. The pilot looks out the window — the city is in chaos:

- drones rising
- CivMil troops firing

- neon signs flickering
- smoke columns rising

A sense of scale and danger.

[2:15 — EMERGENCY PAD / RELAUNCH]

The taxi drops the pilot onto a small emergency pad.

A compact G-Police VTOL powers up automatically.

The pilot climbs in.

Engines roar.

The craft launches upward.

[2:25 — BLACKOUT]

Suddenly — the entire city goes dark.

Only emergency lights glow.

A deep mechanical rumble begins.

[2:32 — MEGASHIP REVEAL]

Clouds part.

A colossal corporate megaship descends — a floating fortress, kilometers wide.

Its lights ripple like a living organism.

DISPATCH (V.O.) "…Unit 12… do not engage."

The megaship's main cannon begins to charge.

[2:50 — FINAL MOMENT]

The pilot's VTOL hovers, tiny against the megaship's enormity.

A rising hum fills the air.

CUT TO BLACK.

[2:55 — TITLE CARD]

G-POLICE: NEXT GEN

[2:58 — FINAL WHISPER]

A distorted voice:

UNKNOWN VOICE “You’re fighting the wrong enemy.”

Fade out.

Multiplayer Modes

1. Sector Control (8v8 / 12v12)

The flagship competitive mode.

Teams fight for dominance over a city district by:

- capturing rooftops, drone hubs, and landing pads
- destroying enemy rearm posts
- defending their own infrastructure
- responding to dynamic events (riots, swarms, sabotage)

This mode showcases the game's verticality, tactical depth, and faction-driven chaos.

2. Heist / Intercept (4v4 / 6v6)

Asymmetrical PvP inspired by the campaign's follow/observe missions.

Criminals steal high-value cargo and attempt to escape. **G-Police** track, shadow, and intercept without causing collateral damage.

Stealth, deception, and precision matter more than raw firepower.

3. Pursuit Mode (1v5 / 2v6)

A high-speed predator-vs-runner experience.

Smugglers use ECM bursts, cloaking pulses, and alley-flight routes. **Police** deploy tracking beams, non-lethal disables, and sector lockdowns.

Short, intense, endlessly replayable.

4. Co-op Patrol (1–4 players)

A dynamic PvE mode where players police a living district.

Events include:

- riots
- drone swarms
- smuggling operations
- rooftop shootouts
- rearm post attacks
- miniboss incursions

Perfect for progression and casual play.

5. Defense Ops (1–4 players)

Wave-based survival built around the rearm/repair system.

Players defend a rearm post against escalating waves of:

- drones
- CivMil units
- Kraken smugglers
- corporate strike teams

Between waves, players repair, upgrade, and reposition defenses.

6. Boss Raid (4–8 players)

A cinematic PvE raid against a corporate megaship.

Multi-phase structure:

1. Approach
2. Subsystem assault
3. Boarding corridors
4. Reactor core
5. Escape

A showcase of spectacle and teamwork.

Boss Raid Boarding System — Hybrid Design

Players CAN enter the megaship… but the ship's destruction state dynamically changes the risk.

This is the best version of the mechanic because it:

- rewards smart teams
- punishes reckless ones
- creates tension
- adds replayability
- feels believable
- keeps everything in VTOL gameplay (no on-foot)

1. Boarding is Always Optional

Players can choose to:

- stay outside and destroy subsystems

- OR enter the megaship for faster progress

No team is forced into a playstyle they don't want.

2. The Megaship Has a "Destruction State" Meter

This is the key.

As players destroy:

- shield nodes
- engine pylons
- cooling vents
- missile silos
- structural supports

…the megaship's **Destruction State** increases.

At certain thresholds, boarding becomes dangerous.

3. Boarding Danger Levels

SAFE (0–40%)

- All interior corridors stable
- No fires
- No collapsing debris
- Boarding is safe and efficient
- Best time to go inside

Teams who board early get the fastest kill.

UNSTABLE (40–75%)

- Interior lights flicker
- Occasional explosions
- Some corridors blocked
- Reactor heat rising
- Turrets malfunctioning

Boarding is still possible, but risky.

Teams must:

- fly carefully
- avoid collapsing sections

- reroute through alternate corridors

This creates **dynamic interior navigation**.

🟥 CRITICAL (75–100%)

- Hull breaches
- Fires everywhere
- Reactor meltdown imminent
- Explosive decompression in corridors
- Timers appear on HUD

Boarding is still allowed… but extremely dangerous.

If players enter now:

- they must move fast
- they risk being trapped
- they may take constant environmental damage
- they might not escape in time

This creates **high-stakes hero moments**.

💀 4. If the Megaship Hits 100% Destruction…

All interior sections collapse.

- Boarding becomes impossible
- Any players inside must escape immediately
- A countdown begins (10–20 seconds)
- Explosions chase players through corridors
- Hull breaches suck debris into space
- The ship begins to fall apart

This is the **escape sequence**.

🏃‍♂️💥 5. Escape Sequence (Mandatory if Inside)

Players must:

- boost through collapsing corridors
- dodge fire and debris
- outrun shockwaves
- exit through a hangar bay before it seals shut

If they fail:

- they're destroyed
- they respawn outside
- they miss bonus rewards

If they succeed:

- they escape into open air
- the megaship explodes behind them
- cinematic moment

★ 6. Why This Hybrid System Is Perfect

✓ Player freedom

Teams choose their strategy.

✓ Dynamic tension

The megaship becomes more dangerous as the fight progresses.

✓ Replayability

Every raid feels different depending on:

- team composition
- strategy
- timing
- destruction order

✓ Cinematic moments

The escape sequence becomes a highlight.

✓ Skill expression

Smart teams board early. Risk-takers board late. Everyone has a role.

✓ No forced on-foot gameplay

Everything stays true to G-Police's VTOL identity.

G-POLICE: NEXT GEN — FULL CAMPAIGN OUTLINE

🎬 CAMPAIGN STRUCTURE — 35 MISSIONS

Three escalating narrative arcs

Each arc introduces new factions, new tech, new minibosses, and rising stakes.

⭐ ARC 1 — THE KRAKEN SYNDICATE (MISSIONS 1–12)

Theme: Crime, corruption, smuggling, surveillance **Tone:** Noir, investigative, street-level danger **Goal:** Uncover Kraken's influence and destabilize their operations

Key Mission Types

- Follow/observe courier craft
- Intercept smuggling routes
- Raid illegal drone factories
- Protect civilian transports
- Rooftop shootouts
- Rearm post defense
- Riot suppression

Minibosses Introduced

- **Interceptor Ace "Ghostline"**
- **ECM Drone Handler "Mantis"**
- **Stealth Shuttle "Black Veil"**

Arc 1 Finale

Mission 12 — "The Dockyard Burn" A massive smuggling hub erupts into chaos. Kraken deploys its first heavy unit: a quad-walker. You defeat it — but discover Kraken is only a pawn.

⭐ ARC 2 — CIVMIL REBELLION (MISSIONS 13–24)

Theme: Insurgency, heavy warfare, urban conflict **Tone:** Escalation, chaos, desperation **Goal:** Stop CivMil from taking over entire districts

Key Mission Types

- Sector lockdowns
- SAM team suppression

- Convoy ambushes
- Drone swarm control
- Rescue downed G-Police units
- Repair escort missions
- Heavy VTOL combat

Minibosses Introduced

- **Quad-Walker Commander "Ironstride"**
- **Heavy Gunship "Red Talon"**
- **Prototype Exo-Frame "Breaker"**

Arc 2 Finale

Mission 24 — "Blackout Protocol" CivMil triggers a citywide blackout. You fight through a darkened district lit only by emergency beacons. At the end, CivMil retreats — but not before revealing a corporate alliance.

ARC 3 — CORPORATE COUP (MISSIONS 25–35)

Theme: Corporate militarization, megaship warfare, political takeover **Tone:** High-stakes, cinematic, apocalyptic **Goal:** Stop a corporate megaship from seizing control of Callisto City

Key Mission Types

- Anti-air corridor breaches
- Corporate tower assaults
- High-altitude dogfights
- Megaship subsystem strikes
- Emergency pad relaunch sequences
- Multi-phase gauntlets

Minibosses Introduced

- **Corporate Ace "Viperline"**
- **Stealth Interceptor "Spectre-9"**
- **Corporate Dropship "Atlas"**

Arc 3 Finale (Mission 35) — "Fall of the Megaship"

A full multi-phase cinematic battle:

1. **Approach**
2. **External subsystem assault**
3. **Optional boarding corridors**
4. **Optional reactor sabotage**
5. **Escape before the megaship collapses**

The megaship crashes into the ocean outside the city. The coup fails — but the final shot hints at a larger threat.

CAMPAIGN SYSTEMS (Simple Overview)

Miniboss Rivalry System

- 11 minibosses
- They eject before death
- Return later with upgrades
- Create continuity and tension

Sector Stability

Your actions affect:

- enemy presence
- difficulty
- event frequency
- rearm post availability

Rearm & Repair Posts

- Destructible
- Persistent
- Unlock repair missions
- Affect mission difficulty

Downed Pilot System

- Eject
- Rooftop traversal
- Emergency pad
- Relaunch
- Reduces frustration, increases cinematic moments

CAMPAIGN TONE

- Neon-noir
- High-tech oppression
- Corporate corruption
- Rising insurgency
- Heroic but grounded G-Police perspective

CAMPAIGN SUMMARY

G-POLICE: NEXT GEN delivers a 35-mission cinematic campaign that evolves from street-level policing to full megaship warfare. It’s structured, escalating, and full of memorable setpieces.